



PRODUCTS MANUAL

Code: AFAFTI - M06



6.1

PURPOSES OF THE MANUAL

- I.** To visualize and describe the development cycle of the AFA FTI and the different stakeholders.
- II.** To describe the required standards of the premises and spaces in which the activities licensed by CENTRAL FTI for the School Fields of the AFA Football Technology Institute may take place.
- III.** To describe the operation of the IMS Platform and all users involved.
- IV.** To list additional licenses of products and services to be marketed and authorized by CENTRAL FTI.

6.2

POSITIONS INVOLVED

CENTRAL FTI

Project Manager
Head of Marketing
Coach Trainers

AFA FTI LICENSEE

Master Licensee
Coach
Support staff on the premises

6.3

INTRODUCTION

AFA FOOTBALL TECHNOLOGY INSTITUTE is a concept that links the football academy with technology. Following FIFA's vision, it is a project that seeks to promote football, protect its integrity and bring it closer to everyone in the world. Its core business revolves around a platform that organizes and manages football-related metrics, providing the possibility to evaluate and track the performance of child athletes. Although technology is essential to carry out the mission of the project, sports and training activities will be carried out in different properties, located in various countries and areas of interest, where the AFA brand has preponderance and acceptance. The SCHOOL FIELD (as these spaces where activities will take place are referred to) will have the necessary playing fields and will be endorsed by the Argentine Football Association. Besides, they must comply with the required regulations.

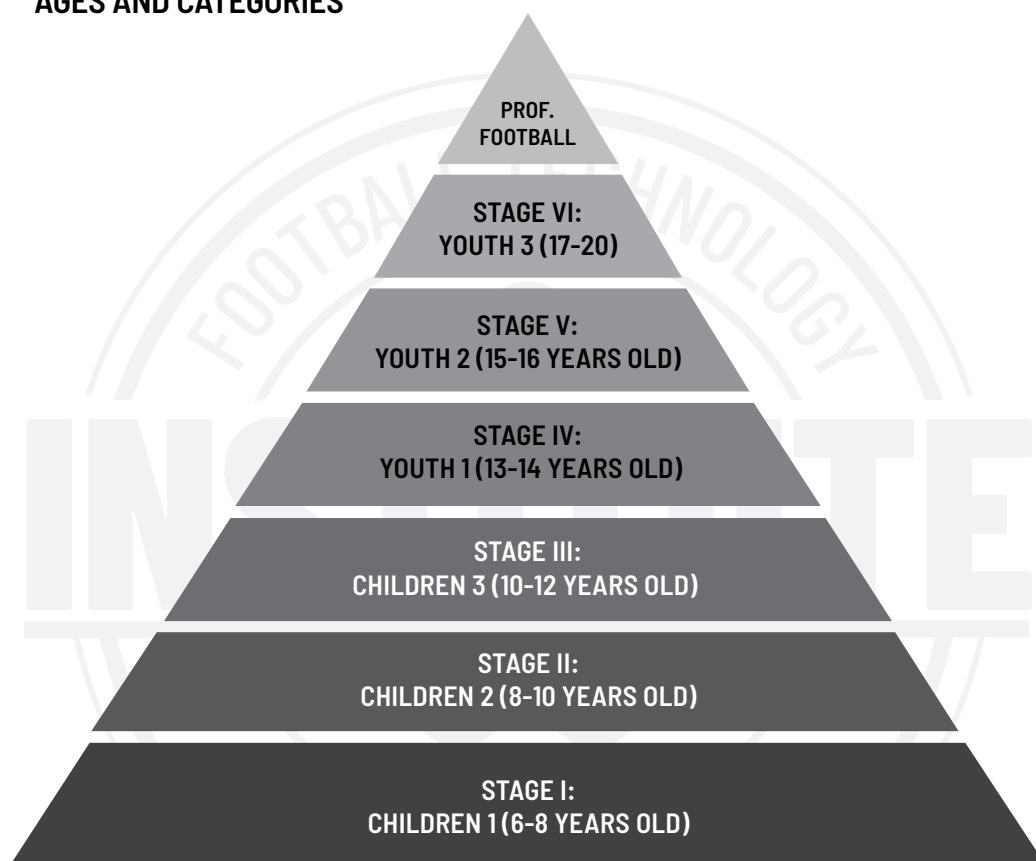
The digital transformation in education and sports are inevitable factors these days, and the effective management of new technologies can generate great acceptance by recognized international brands related to football and sports. That is why we developed the AFA FTI Technology Platform that will provide access to players, through their respective parents or guardians, and to coaches and licensees. In this case, users will be able to improve their way of playing, through educational e-learning activities, training in playing fields and virtual entertainment. All this will be achieved through monitoring and evaluation by coaches trained by the Argentine Football Association.

In this Manual, all the essential virtual and field elements will be described, which the Licensee must have to carry out the entire activity. There, they must comply with and complement the know-how stated in the other Manuals, taking the following into consideration: the market, the profile of their customer segment, the knowledge on how to manage this concept operationally, as well as the necessary ways to replicate the model in different geographical locations.

AFA FTI METHODOLOGY

The following methodology is assigned as prepared by the Development Department of AFA - CONMEBOL

AGES AND CATEGORIES



AFA FTI will address the first 4 developmental stages based on the following central concepts and duration:

STAGE	AGE	CENTRAL CONCEPT OF THE COURSE	DURATION
"I"	From 6 to 8	Beginners class "Children must learn by playing"	3 hours per week
"II"	From 8 to 10	Development class	4 hours per week
"III"	From 10 to 12	Advanced class	6 hours per week
"IV"	From 13 to 14	Consolidation	6 hours per week

GENERAL METHODOLOGICAL OBJECTIVES

- > To offer children a favorable and entertaining environment to learn and practice football.
- > To stimulate early sports and football practice in a funny and dynamic way.
- > To develop social and integration skills of children for group adaptation.
- > To cooperate in the development and consolidation of the different physical skills that allow children's performance in football.
- > To strengthen and foster the primacy of Argentine football.

Training Process of the Football Player



PHYSIOLOGICAL

- > Not prepared for extended and extensive physical efforts.
- > Inefficient lactate clearance.
- > The low testosterone levels do not allow intense activities.

PHYSICAL/MOTOR

- > Insufficient strength levels for actions such as a corner kick.
- > The goalkeeper is not tall enough to cover the goal in an aerial play.
- > The ball is too heavy for correct passing, creating fear for the header.

TECHNICAL

- > In a 50-minute match of 11 vs. 11 players, the child touches the ball between 20 and 50 seconds approx.
- > In a 3-minute match of 2 vs. 2 players, the child has contact with the ball for 1 minute.
- > Technical actions are not common, but distorted.

TACTICAL

- > In a match of 11 vs. 11 players, adequate intellectual problem-solving is not performed.
- > The child does not understand a tactical situation with so many players.
- > In adapted games, more technical-tactical actions + situational experience.

DEVELOPMENTAL

- > The 11 vs. 11 player football match at 100 x 70 is not adequate for the maturity of the cerebral cortex (CNS).
- > The child does not understand a game with so many players in giant spaces, especially in children stage I (egocentrism) and II.

PSYCHOLOGICAL

- > The actions of the non-adapted game cause frustration in children.
- > There is a greater external and internal mental pressure in the match of 11 vs. 11 players.
- > In adapted spaces, children participate more, have fun and play.

METHODOLOGICAL OBJECTIVES BASED ON THE DEVELOPMENTAL STAGE

Developmental Stage I

- > To strengthen and foster the primacy of Argentine football.
- > To promote group integration.
- > To encourage the development of body and sports intelligence.
- > To teach the basic rules of the game.
- > To provide personal care information on food and hygiene.
- > Human development over sports development.

Developmental Stage II

- > To strengthen and foster the primacy of Argentine football.
- > To promote group integration.
- > To encourage the development of basic physical abilities: strength, speed and endurance.
- > To encourage development of basic technical skills.
- > To develop tactical and basic team-building aspects.
- > To increase knowledge of the game rules.

- > To provide personal care information on food and hygiene.
- > Human development over sports development.

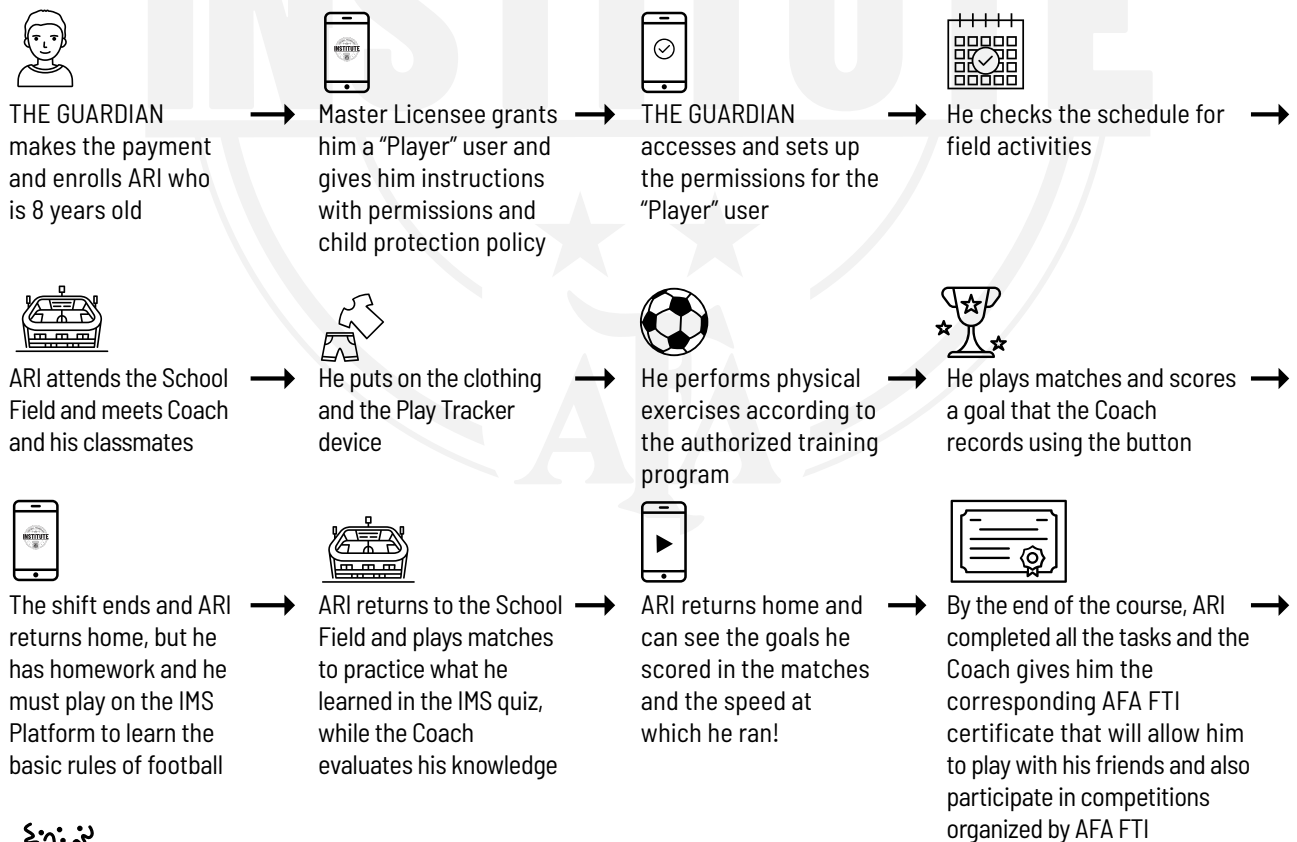
Developmental Stage III:

- > To strengthen and foster the primacy of Argentine football.
- > To promote group integration.
- > To improve the development of technical skills.
- > To provide personal care information on food and hygiene.
- > Human development over sports development.

Developmental Stage IV:

- > To strengthen the sense of belonging to the Argentine football.
- > To promote group integration.
- > To consolidate the development of physical abilities: strength, speed and endurance.
- > To consolidate the development of technical skills.
- > To complete knowledge of the game rules.
- > To provide personal care information on food and hygiene.
- > Human development over sports development.

Player Journey



Now ARI can have much more fun practicing the most beautiful sport in the world!

6.5

SCHOOL FIELD - ESSENTIAL ELEMENTS

Sports fields

Each property shall have the possibility of simultaneously having at least the following playing fields:

1 field of 11 vs. 11 players (which can be adapted to one that can simultaneously operate a field of 9 vs. 9 players, 7 vs. 7 players and to the relevant ones, according to measures of 5 vs. 5 and 4 vs. 4 players)

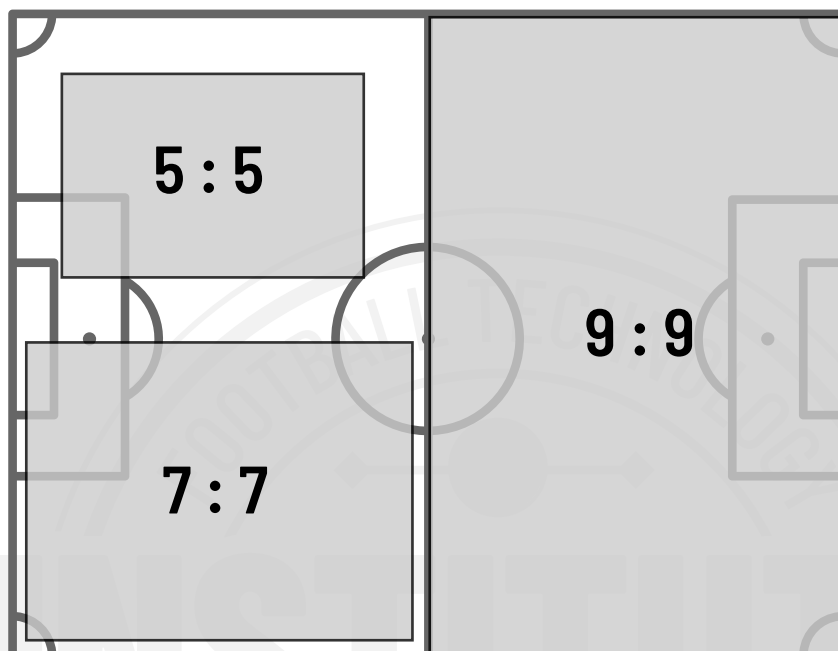
Their dimensions will be based on the age of the children. The following chart and graphs describe the categories:

GAME FORMAT ACCORDING TO AGES		PLAYING GROUND
Developmental Stage I: 6-8 years old	4 vs. 4 players without goalkeeper (4 vs. 4)	From 12m x 20m to 15m x 25m
	4 vs. 4 with goalkeeper (3+1 vs. 3+1)	From 12m x 20m to 15m x 25m
	5 vs. 5	From 20m x 30m to 25m x 35m
Developmental Stage II: 8-10 years old	4 vs. 4 players without goalkeeper (4 vs. 4)	From 12m x 20m to 15m x 25m
	4 vs. 4 with goalkeeper (3+1 vs. 3+1)	From 12m x 20m to 15m x 25m
	5 vs. 5	From 20m x 30m to 25m x 35m
	7 vs. 7	From 30m x 45m to 35m x 50m
Developmental Stage III: 10-12 years old	4 vs. 4 players without goalkeeper (4 vs. 4)	From 12m x 20m to 15m x 25m
	4 vs. 4 with goalkeeper (3+1 vs. 3+1)	From 12m x 20m to 15m x 25m
	5 vs. 5	From 20m x 30m to 25m x 35m
	7 vs. 7	From 30m x 45m to 30m x 50m
	9 vs. 9	From 45m x 60m to 50m x 70m
Developmental Stage IV: 13-14 years old	9 vs. 9	From 45m x 60m to 50m x 70m
	11 vs. 11	From 45m x 90m to 90m x 120m

11 vs. 11

Min: 45m x 90m

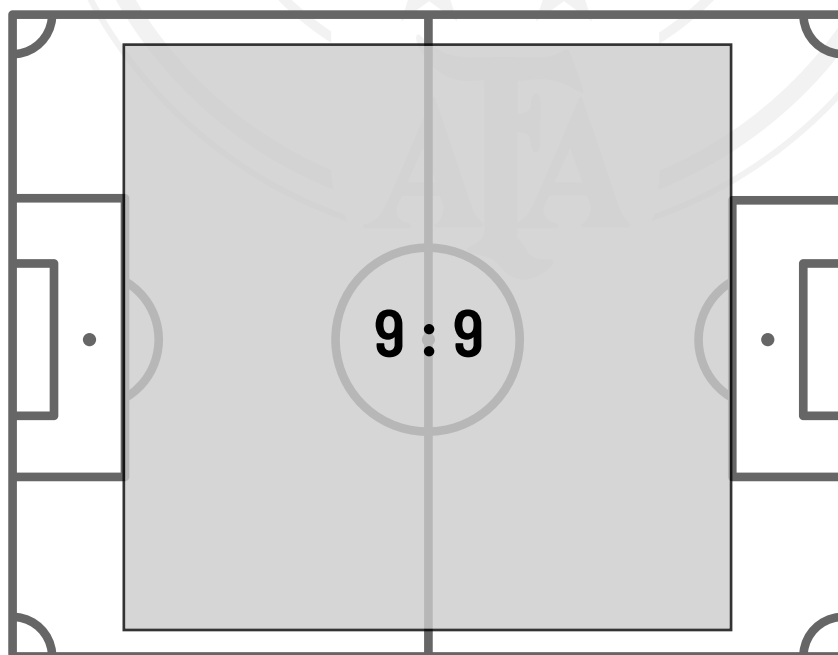
Max: 90m x 120m



9 vs. 9

Min: 45m x 60m

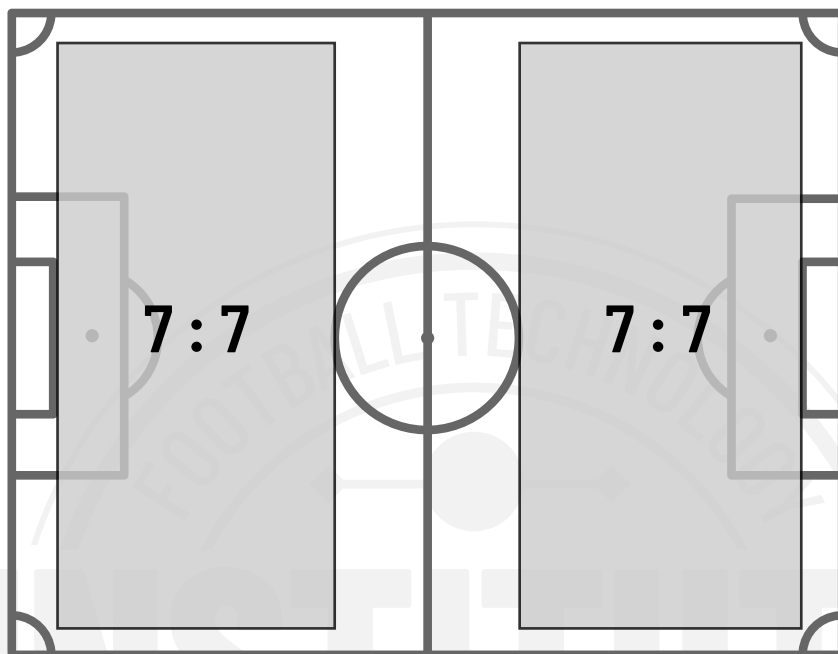
Max: 50m x 67m



7 vs. 7

Min: 30m x 45m

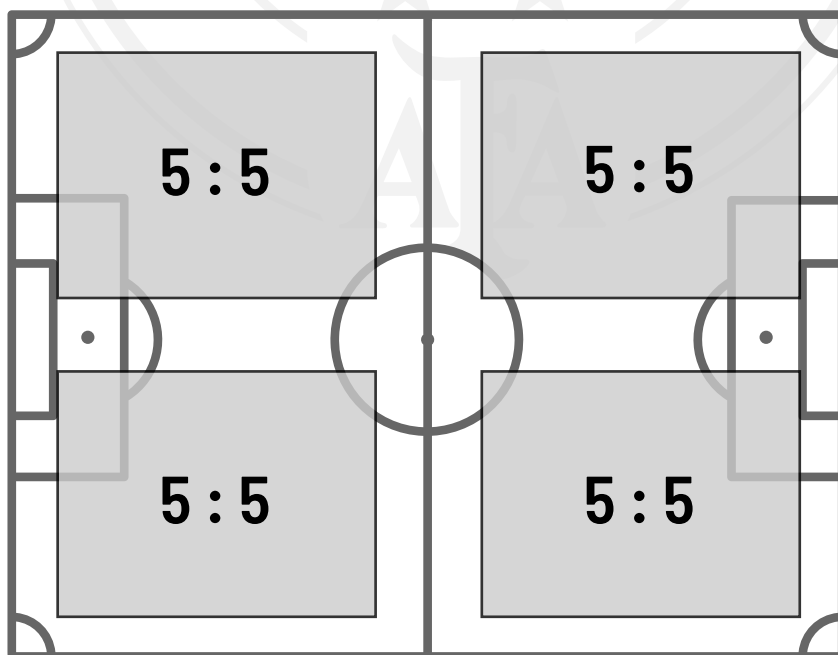
Max: 35m x 50m



5 vs. 5

Min: 20m x 30m

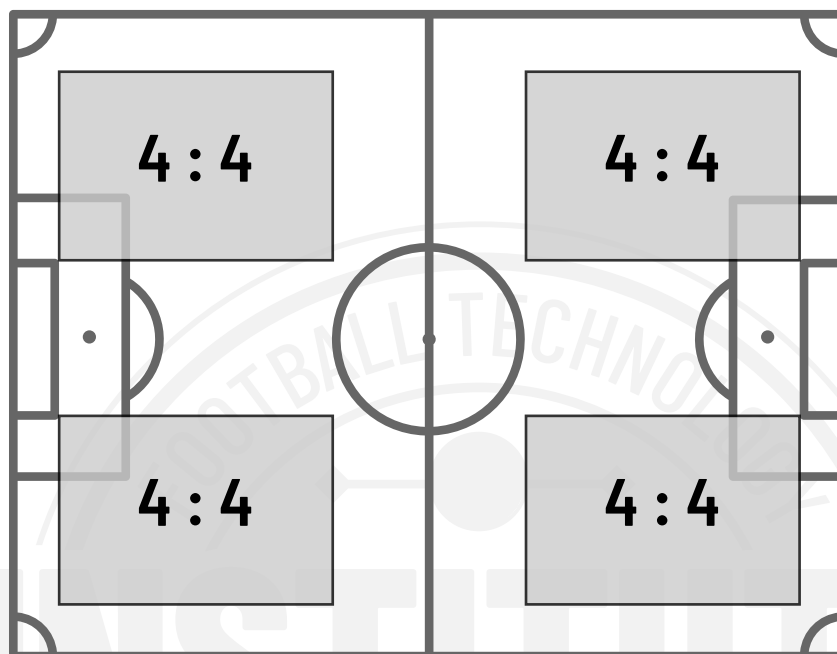
Max: 25m x 35m



4 vs. 4

Min: 12m x 20m

Max: 15m x 25m



The lines are drawn according to the available material (5 vs. 5, 7 vs. 7, 9 vs. 9). There is no penalty area. For 4 vs. 4 a midfield line is required.

The *ground* needed to play the sport must be for multiple sports (natural grass, synthetic grass and/or hybrid grass) and this may vary based on the proposal of the property.

Goals

The size of the goals should also be based on the age and categories:

GAME FORMAT	MAXIMUM DIMENSIONS	STAGE
4 vs. 4 and 5 vs. 5	3m x 2m	I, II y III
7 vs. 7	5m x 2m.	III y IV
9 vs. 9	7.3m x 2.44m	III y IV
11 vs. 11		IV

- > Heavy and large goals must be installed in such a way that players and fans cannot move them and do not fall to the ground.
- > For adaptations of 4 vs. 4 matches or entertainment, it is possible to use cones, markers or pikes that make up goals.
- > All goals must have nets.

Ball

The ball must be of different models according to the ages of the players. Suggestions below:

STAGE	AGE	BALL SIZE
I	From 6 to 8	Size 4 (max. 290 grams)
II	From 9 to 10	Size 4
III and IV	From 10 to 14	Size 4 and Size 5 (9 vs. 9)

Clothing/Player Tracking

The property will provide the Coaches who participate in the AFA TIC with vests for the organization of trainings and matches, which will be returned at the end of each match.

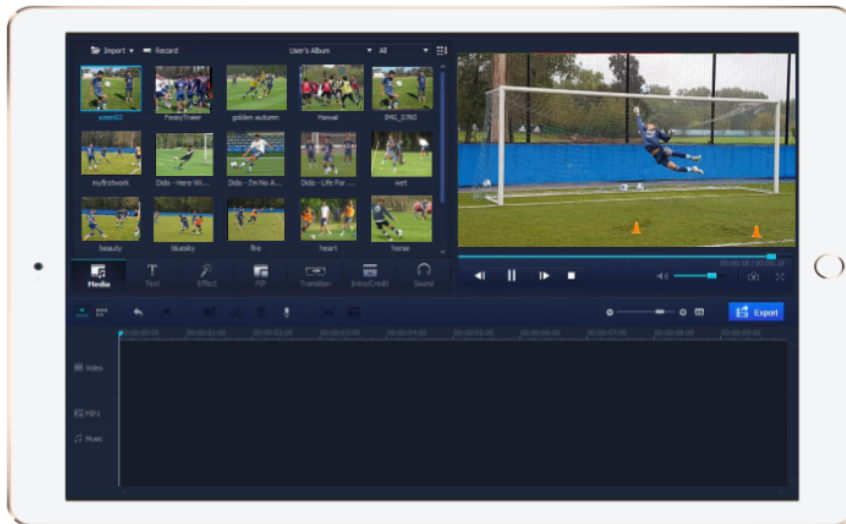
There will also be satellite technology, which, through embedded acceleration, positioning and heart rate sensors between a device and the IMS Platform, will allow the monitoring and visualization of data on the evolution of the players.

The following models will be provided to each property:



Hardware

Each field will also include a hardware of HDCVI cameras (or higher) connected to a console that will allow live recording of the matches, to be reproduced on the AFA FTI Platform. It will also have a button on the platform, which will allow recording clips with relevant moments of the training and matches.



Additional facilities

Each property must provide areas with the following services:

- > 2 locker rooms for 15 people each.
- > 1 Reception Desk.
- > Shop: area for the sale of AFA products.
- > Lockers.
- > Recreational space: waiting areas, with table football and AFA FTI décor.
- > Beverage vending machines.

Additional equipment

- > Cones.
- > Mats.
- > Pikes.
- > Motor games.
- > Parachute.
- > Ribbons.
- > Fitness accessories (weights, wheels, bars, etc.)

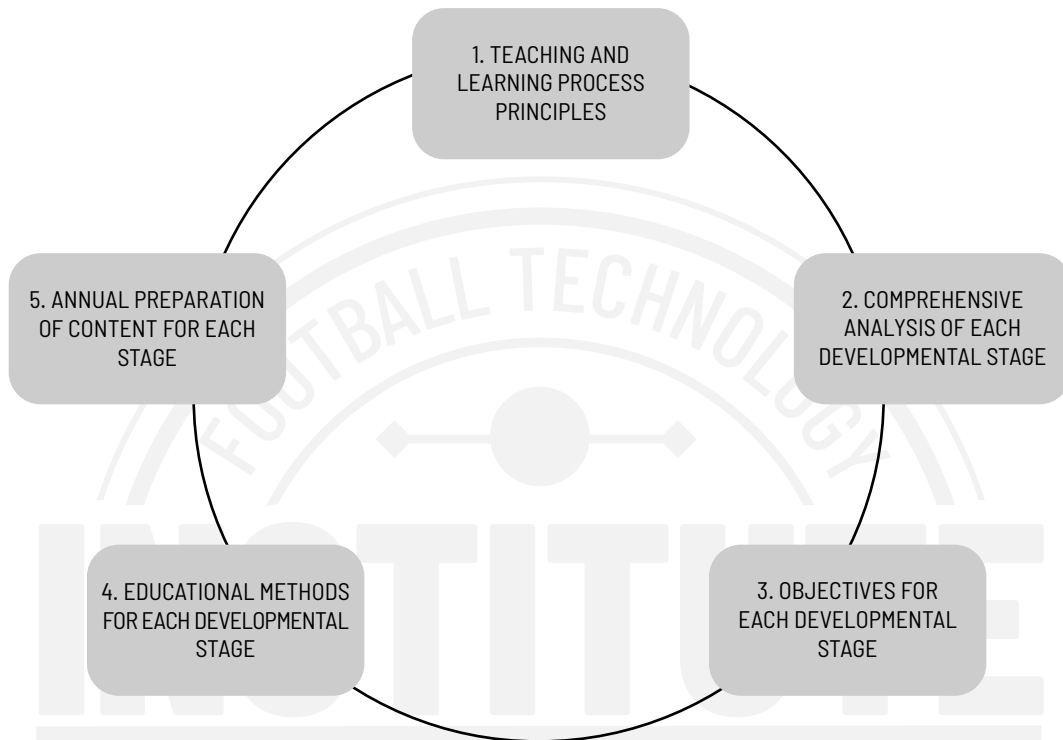


Central FTI will provide AFA FTI stickers to place on training accessories.

6.6

SCHOOL FIELD - FIELD ACTIVITIES

EDUCATIONAL PLANNING



Philosophy of the Teaching and Training Process (5 Core Principles)

Principle 1: A principle that should regulate the instruction and training activities is that the ball always must be present in the exercises and sessions.

Principle 2: Playing is the best way to learn at these ages, children must "LEARN BY PLAYING."

Principle 3: The different physical skills (ENDURANCE- SPEED - STRENGTH - COORDINATION - FLEXIBILITY) will be developed through analytical, functional and situational exercises, game methods and ball circuits.

Principle 4: This specific training style should be oriented to some learning that encourages the creativity, initiative and exploration of the young football player.

Principle 5: Adapting the football to the children, who should feel that what they are doing and learning will help them play and compete.

PHYSICAL TRAINING

AFA FTI is an integral concept that aims at digital transformation to develop sports capabilities. In recent decades, technologies linked to entertainment have been detrimental to children's activities related to sports and physical activity. That is why the CENTRAL FTI proposal is to use tech tools to modernize and promote physical development linked to a healthy life, by respecting the scientific guidelines based on the development and growth of children. In order to comply with these concepts, training programs on physical skills are developed that prioritize the following:

- > **The age of the children:** Programs based on the different developmental stages.
- > **The use of the ball:** Not only there are studies that endorse that it is not necessary to leave the ball aside to be able to better physically prepare the children, but it also allows contact and interaction with it.
- > **Specificity:** Exercises oriented to the development of strength, speed and endurance.
- > **Habits and food:** Professional advice on behaviors that support development.
- > **Entertainment:** Motivating children to find in physical activity and training a way to have fun and enjoy.

Each developmental stage will have a physical training program, designed and certified by AFA, which will mainly promote the development of the following:

"Phase I - Beginning - CHILDREN MUST LEARN BY PLAYING":

Twice a week - 1 hour, 30 minutes per session

- + Developing basic motor schemes.
- + Postural schemes, motor exploration.
- + Speed circuits.
- + Improvement of general dynamic coordination.
- + Body intelligence.
- + Space orientation.
- + Reproduction of movements.
- + Appreciation of direction and distance.
- + Perceptual skills through coordination.
- + Displacement.

“Phase II - Development”:

Twice a week - 2 hours per session

- + Laterality with skillful and non-skillful legs.
- + Consideration of space and time.
- + Basic strength exercises.
- + Basic speed exercises.
- + Basic endurance exercises.
- + Stretching and extension.
- + Activities that contain a combination of coordinating capacities.
- + Mobility in open area, expanding space.
- + Exercises should not involve long waiting times between activities.
- + Stimulating velocity, reaction, speed.
- + Endurance is developed through games.
- + Strength: traction games, ball circuits, proprioception and functional balance.

“Phase III and IV - Improvement and Consolidation”:

3 times a week - 2 hours per session

- + Supplementary strength exercises.
- + Supplementary speed exercises.
- + Supplementary endurance exercises.
- + Coordination with real game situations.
- + Power development.

SKILLS - IMPROVEMENT OF SPORTS TECHNIQUES

Although in AFA FTI the practice of football will be fostered in an organized way, with trainings and games in order to understand the game, philosophy considers the sport as the foundation of a set of recreational activities. It is to be assumed that not all young players will become sports stars in the future and that not everyone has the skills to become a professional player, which is why it is not appropriate to conduct intense training sessions or teach complex tactics.

Considering the foregoing, educational programs are developed, which, based on the age of children who play and with a recreational goal, will encourage the development of the following techniques for the game:

- > The pass.
- > Reception of the ball.
- > Shots.
- > Conduction of the ball.

Each category will have a specific technical and tactical training program, developed and certified by AFA, which will basically promote the development of the following:

“Phase I- Beginning - CHILDREN MUST LEARN BY PLAYING”

- + Introduction to games in small dimensions.
- + Motor development through global or situational plays.
- + Games without many instructions, free exploration (deductive method).
- + Exercises should not involve long waiting times between activities.
- + The perfect period for the development of conduction of the ball: DRIBBLING.
- + The egocentric nature enables learning to conduct the ball.
- + Shots with different contact surfaces and both legs.
- + Simple passes with different contact surfaces and both legs.
- + Control and simple conduction.
- + Different heading techniques.
- + Conducting the ball with predetermined paths.
- + Shots on simple surfaces.
- + Sidekicks with hands.
- + Simple feints with passive opposition.
- + Location on the playing field.
- + Basic rules.

Specific activities

- > Technical-Situational: Games with technical predominance, free exploration games.
- > Technical-Coordinative: Coordinative Technical Circuits - Coordinative Exercises + Basic Technique (conduction, dribbling, small shots).
- > Tactical-Games: Games with general basic tactical concepts (1 vs. 1 - 2 vs. 2) Positioning - Basic defense-attack order. Dominant 1 vs. 1 to 5 vs. 5.

“Phase II- Development”:

- + Shots with skillful and non-skillful legs in different game situations.
- + Passes with both legs in different game situations.
- + Air and ground conduction and control of the ball.
- + Heading with different variants.
- + Conduction of the ball with both legs and in-game situation.
- + Shots on different surfaces at different distances.
- + Definition with passive and active opposition.
- + Simple feints with active opponents.
- + Team building and essential tactics.
- + Rule knowledge improvement.
- + Diversity of games by expanding action space.
- + Technical-coordinative pathes (small nerve stimuli).
- + Path in conduction. More competitive regulated games.
- + Many basic technical elements.
- + Space for creative play.

Specific activities

- > Technical-Situational: Games with technical predominance, games with free exploration.
 - > Technical-Coordinative: Technical Coordinative Circuits + technical actions of pass, control and shot.
 - > Tactical-Games: Games with general basic tactical concepts (1 vs. 1 to 7 vs. 7)
- Positioning - Deployment - Associated game. Dominant 5 vs. 5 to 7 vs. 7.

"Phases III and IV - Improvement and Consolidation":

- + Passes with opponent's pressure in different distances and game situations.
- + Ball control oriented to game situations.
- + Different heading techniques with opposition in different game situations.
- + Shots with different contact surfaces and both legs.
- + Feints against opponents in game situations.
- + Tactical principles in defense and attack.
- + Game systems.
- + Total knowledge of the regulations.

Specific activities

- > Technical-Situational: Situational games, Standard and Functional Situation.
- > Technical-Coordinative: Coordinative Technical Circuits - Coordinative Circuits + Technique.
- > Tactical-Games: Games with general and specific tactical concepts. Dominant 7 vs. 7 through 11 vs. 11. Introduction to the 4-3-3 tactical system. Collective tactical actions of low-medium complexity.

On the other hand, the Platform will provide in gaming format the possibility for children to understand the basic rules of the game, which will allow the Coach to supplement their educational activities on regulations according to what was learnt.

AFA FTI TECHNOLOGY PLATFORM

The Platform will be central to the development of the AFA FTI. It has specific software and CENTRAL FTI will be the sole provider of them for each Licensee. It will have Web and mobile access available in App Store and Play Store.

It allows users to store and share information about training, as well as obtain the necessary metrics on their evolution as players, in an amusing way. There will be four types of users:

- > **Player User:** managed by the player (under the supervision of the Family User: father, mother and/or legal guardians).
- > **Family User:** managed by the adult who is responsible for the child.
- > **Coach User:** managed by the Coaches.
- > **Master Licensee Users:** managed by the Licensee and/or the General Manager.
- > **Central FTI User:** Managed by the Project Manager.

CENTRAL FTI takes everything related to the care of minors very seriously, so it has set a Child Protection Policy (see Appendices) that each Licensee must follow.

> "PLAYER" USER ACCESS

User Profile

The "Player" User profile is intended for children who attend the School. The user will be awarded to an adult who must verify that it is a father, mother or guardian, who will be responsible for the account, under the premises of the "Father" User.

This type of user has the higher amount of options and is based on three foundations:

- > Theory: in order to learn basic rules and tactics for the development of the game according to the ages.
- > Practice: with physical exercises to be performed in School Field or personally.
- > Evolution: with graphic and audiovisual material that will show the progress made during the courses.

ESSENTIAL FEATURES:

E- Learning

Upon entering a course, the "Players" will have a series of tasks to be completed. The dynamics will be the one of gaming, so that children find a recreational activity in learning. This way, they can understand the regulations in a pleasant way and know when there is foul, free kick, corner kick, etc. in a progressive way.

They will also be provided with physical exercises to continue their practice at home.

These tasks will be supervised by the Coach, who will supplement the virtual learning with game situations in the field, following child protection policies.

Each "Player" will be awarded certificates endorsed by CENTRAL FTI at the end of the courses (a number of important modules that are part of a certain course may also imply the provision of a certificate).

Evolution

Once the Player User has access to the Platform, they will have access, with consent and under the clauses specified in the *Child Protection Policy* (see Appendix 1 - AFAFTI - M06), to a series of statistics and audiovisual materials, measuring the evolution throughout the course.

Admin: Each "Player" User can access a panel where they should periodically enter their height, weight and position in the field, in order to make a follow-up on their respective progress.

Player Tracking: Data on the evolution of each player will be reported through the sensor-embedded device to the platform. Specially designed based on children psychology, these results will be displayed in a funny way, to avoid competition among peers.

Play Clips: The Player User will have access to audiovisual material, where they can see their participation in the game and that of their teammates, through clips of situations recorded during matches at the School Field.

Coach Grading

The sports and recreational activities to be carried out in the School Field will be under the supervision of a Coach, who will follow the stated Programs for "Physical Activities" and "Improvement of Techniques". They will display the results using detailed reports prepared by specialists in child psychology, describing the evolution of each player in a way that creates motivation and encourages the development of the game.

The responsible adult must select the contents to show to the players and the Coach must meet the requirements of their function as set forth in the Child Protection Policy.

Administrative Management

The responsible adult who manages the "Player" account will have access to an admin panel where they can:

- > Visualize the course schedule and its progress.
- > Access the Coach information to make contact and exchange email messages.

> "FAMILY" USER ACCESS

User Profile

The "Family" User profile is for the father, mother or guardian of children who participate in the AFA FTI activities. The user will be assigned to adults who must verify their role as father, mother or guardian, and will be responsible for granting the respective permits to the functions offered by the Platform to their sons and daughters, based on the AFA TIC *Child Protection Policy* in everything related to the data collection.

ESSENTIAL FEATURES:

Payments

This user can access the payment management and can make payments related to transactions associated to AFA FTI.

Player User

The "Family" User will have access to all the "Players" Users who are under their supervision, thus being able to manage registrations, cancellations and modifications of the latter, as well as the total profile display.

> "COACH" USER ACCESS

User Profile

The "Coach" User profile is for coaches and trainers with the role of educators at the School. They have access to the following information of the players to evaluate:

1. Distances traveled.
2. Speed metrics.
3. Heat map.
4. Audiovisual clips with plays.
5. Results of the completed tasks related to the suggested exercises.
6. Results of the learning games related to the basic rules of football.

Information related to items 1, 2 and 3 will be obtained from the tracking equipment that will be provided along with the clothing at the School Field. The recordings in item 4 come from the recording device with a button available on each field. And finally, items 5 and 6 will be obtained from the games that take place within the Platform to create such teaching.

On the other hand, they will also have access to Coach's training to improve their performance, both in terms of sports and social bonding.

ESSENTIAL FEATURES:

Follow-up

Throughout the course, the Coach will carry out tasks that will allow moving forward according to the plan set forth by AFA. The Platform is designed to pose new challenges that the Coach will make available once the exercises have been completed and instructions have been followed. It will have adapted features to perform the following tasks:

- > Check the attendance list of "Players".
- > Propose exercises, tasks and instructions.
- > Supervise the work dynamics and progress of each Player in both the physical and virtual fields.
- > Activate the recording of cameras, clips and associate them to the respective "Players".
- > Send global messages to their "Players".
- > Provide motivation tools to the "Players".

Assessment

The Platform will give the Coach the possibility to perform the following tasks:

- > Constantly evaluate the Players based on the specific instructions and exercises defined during the follow-up.
- > Assess each activity and/or skill listed in Section 6.6 of this Manual according to the corresponding category.
- > Determine the final average attendance of each "Player".
- > Evaluate each Player's team participation and the value it brings to the group.
- > Perform the general assessment of each Player, based on the average grade of all the assignments, and other concepts that AFA deems necessary to evaluate.
- > Provide final feedback.
- > Approve and sign the certificates endorsed by CENTRAL FTI as applicable to each Player.

It should be noted that the Coach User may only carry out their activities within the IMS with third parties if they previously receive the respective permits set in the *AFA FTI Child Protection Policy* in all matters related to data collection.

> "MASTER LICENSEE" ADMIN USER ACCESS

User Profile

Each Licensee will have three types of users for administrative management, with different access permissions, based on the following hierarchy:

1. Master Licensee User: This user profile is intended for Master Licensees, whether they are natural or legal entities receiving more than one license to market AFA FTI in several properties. This user will be in charge of registering, removing or modifying the GM User and granting them all permissions deemed necessary based on their responsibilities.

2. GM User: This is the user adapted to the permissions and responsibilities of the General Manager. In some cases, usually on smaller properties, whoever plays this role may also be the Master Licensee.

3. Receptionist User: This is the user adapted to those who perform operational tasks in the Property.

ESSENTIAL FEATURES:

User Registration and Removal

The Master Licensee may register, cancel and modify permits of:

- > GM: one per property, who will receive permits to manage it.
- > Receptionists: they cannot make any type of registration, removal or modification.

With regard to other users who do not work in administrative management, the Master Licensee and the GM may register, remove and modify permits for:

- > Player User.
- > Coach User: With them, they will have supervisory tools to monitor progress in their work, as well as their compliance with the *AFA FTI Child Protection Policy*.

Finance

The "Master Licensee" and "GM" Users will have access to a payment management panel and, in this way, they will have access to the "Players" Users entered in the Platform.

This will also create the possibility of obtaining financial reports, in which the "Master Licensee" User may grant the permissions they deem appropriate to the "GM" User.

Playing Fields Administration

As long as the AFA FTI Field Schools are not operational, Licensees may use the playing fields with commercial purposes for the use of third parties. This can only happen at times that do not coincide with AFA FTI activities or if an independent format is kept, to avoid contact between third parties and AFA TIC players, in order to meet the *Child Protection Policy*.

In these cases, the Platform will also give access to a field administration panel, which will have:

- > Registration, removal and modification of customers of the playing fields.
- > Availability chart.
- > Access to making reservations at the available times.
- > Access to the reservation history.
- > Payments and checking account of customers.

These features can be accessed by all "Master Licensee" and "GM" Users.
"Receptionist" Users: only to those who have permissions.

General Reports

From the IMS Platform, the Licensee may access general reports:

- > Specific customer segments.
- > Featured players.
- > Featured coaches.
- > Most profitable times and moments of the year.
- > Drop-out rates.

They will also have access to reports of the commercial use of the playing fields with third parties:

- > Customer Ranking.
- > Most demanded times and days.
- > Monthly income and expenses.

These features can be accessed by all "Master Licensee" and "GM" Users.
"Receptionist" Users: only to those who have permissions.

> "CENTRAL FTI" USER ACCESS

User Profile

The "Central FTI" User profile is the one having the whole administration of the Platform. Because of this, they can view all the activities carried out by the rest of the users.

From this profile, the registrations, removals and modifications of the Master Licensee will be carried out and they will have the option of disabling or disconnecting the accounts that do not comply with the executed contracts.

General Reports

From the Platform, Central FTI will be able to access all the general reports accessed by the Licensee.

They can also verify:

- > Income and expenses data for each property.
- > General reports of Players Users by property, location and area of interest.
- > Reports regarding the performance of each Coach.

6.8

STORES AND ADDITIONAL PRODUCTS

AFA FTI Shop

In addition to being able to develop the core business of the AFA FTI, the Licensee will have the possibility to market shifts to play at times when the school is not operational, and may choose, if space allows, to open an AFA Shop with official products of the Argentine National Team and of the licensed brands with their respective authorization, which may create additional income.

- > Argentina National Team Outfit: Adidas brand official clothing of the Argentine team and of other representative teams authorized by the AFA.
- > Merchandising: Official products with Argentine National team badges.
- > Ticketing: Ticket Sales Center for events and matches authorized by AFA.
- > Exclusive training and practice outfit from AFA FTI.
- > Mass Consumption Products: Accessories and items to play football with the AFA official sponsor brands.
- > Training kits.

AFA FTI Tournaments

AFA FTI, based on the areas of interest, will host tournaments and competitions in which the Licensee agrees to the following:

- > Get involved with their own teams with AFA FTI participants from the same Licensee/Property.
- > Facilitate the premises for carrying out the competitions.
- > Use the official clothing according to the AFA FTI brand and image.
- > Organize and coordinate transfers and logistics of the participants.
- > Get the necessary permits for the participation of the players of the AFA FTI, as applicable.



Appendices

1. Child Protection Policy.
2. Technical and Tactical Training Programs.
3. Coaches and Trainers Codes of Conduct.